

# MORTALS

Name:

Nature:

Age:

Player:

Demeanor:

Sex:

Chronicle:

Concept:

Residence:

## Attributes

### Physical

Strength \_\_\_\_\_ OOOOO  
Dexterity \_\_\_\_\_ OOOOO  
Stamina \_\_\_\_\_ OOOOO

### Social

Charisma \_\_\_\_\_ OOOOO  
Manipulation \_\_\_\_\_ OOOOO  
Appearance \_\_\_\_\_ OOOOO

### Mental

Perception \_\_\_\_\_ OOOOO  
Intelligence \_\_\_\_\_ OOOOO  
Wits \_\_\_\_\_ OOOOO

## Abilities

### Talents

Alertness \_\_\_\_\_ OOOOO  
Athletics \_\_\_\_\_ OOOOO  
Awareness \_\_\_\_\_ OOOOO  
Brawl \_\_\_\_\_ OOOOO  
Empathy \_\_\_\_\_ OOOOO  
Expression \_\_\_\_\_ OOOOO  
Intimidation \_\_\_\_\_ OOOOO  
Leadership \_\_\_\_\_ OOOOO  
Streetwise \_\_\_\_\_ OOOOO  
Subterfuge \_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO

### Skills

Animal Ken \_\_\_\_\_ OOOOO  
Crafts \_\_\_\_\_ OOOOO  
Drive \_\_\_\_\_ OOOOO  
Etiquette \_\_\_\_\_ OOOOO  
Firearms \_\_\_\_\_ OOOOO  
Larceny \_\_\_\_\_ OOOOO  
Melee \_\_\_\_\_ OOOOO  
Performance \_\_\_\_\_ OOOOO  
Stealth \_\_\_\_\_ OOOOO  
Survival \_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO

### Knowledges

Academics \_\_\_\_\_ OOOOO  
Computer \_\_\_\_\_ OOOOO  
Finance \_\_\_\_\_ OOOOO  
Investigation \_\_\_\_\_ OOOOO  
Law \_\_\_\_\_ OOOOO  
Medicine \_\_\_\_\_ OOOOO  
Occult \_\_\_\_\_ OOOOO  
Politics \_\_\_\_\_ OOOOO  
Science \_\_\_\_\_ OOOOO  
Technology \_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO

## Advantages

### Numina & Other Traits

\_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO  
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### Backgrounds

\_\_\_\_\_ OOOOO  
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### Virtues

Conscience \_\_\_\_\_ OOOOO  
Self-Control \_\_\_\_\_ OOOOO  
Courage \_\_\_\_\_ OOOOO

### Humanity

O O O O O O O O O O

### Willpower

O O O O O O O O O O  
□ □ □ □ □ □ □ □ □ □

### Faith

O O O O O

### Combat

Weapon	Damage	Diff.

### Health

Bruised ☐  
Hurt - 1 ☐  
Injured - 1 ☐  
Wounded - 2 ☐  
Mauled - 2 ☐  
Crippled - 5 ☐  
Incapacitated ☐

### Experience